MAX AND MARIE GO SHOPPING

CD•ROM
Ages 3-7
WIN•MAC

Buy party provisions in the town

Ralf Pingel • Barbara Landbeck

In English, French and German

- develops orientational skills
- refines logical reasoning
- fosters numerical familiarity
- encourages early reading

Tivola

PLAY AND LEARN

WINDOWS 3.1x

First-time use (with installation)

1. Insert the disc into the CD-ROM drive.
2. Start Windows.
3. Select the "**Run**" command from the "**File**" menu in the Program Manager.
4. Type "**x:\install.exe**" into the dialogue box (replace "x" by the letter representing the CD-ROM drive. Should this be unknown, just start the File Manager and check the letter next to the CD-ROM drive symbol).
5. Follow the instructions of the installation program.
   (A new program group called "**Tivola**" will be installed displaying the program symbol called "**Max and Marie Go Shopping**".)
   Have fun!

Starting the program (after installation)

1. Insert the disc into the CD-ROM drive.
2. Start Windows.
3. In Program Manager, double-click on the **Tivola** program group.
4. Double-click on the **Max and Marie icon** and the game begins!

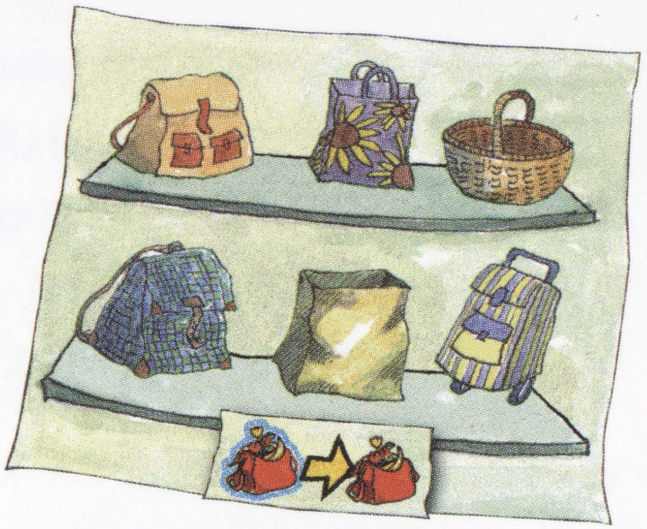
WINDOWS 95 / WINDOWS NT 4.0

Autostart

MACINTOSH

1. Insert the disc into the CD-ROM drive.
2. A window will open shortly thereafter and the **Max and Marie icon** will appear.
3. Just double-click on the **Max and Marie icon** and the exciting adventure with Max will begin. Have fun!

On your marks…



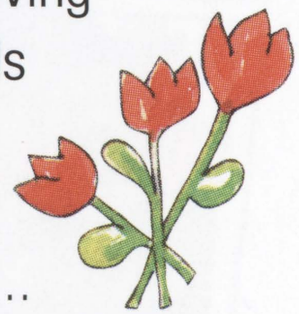
Simply **click** on the shopping bag you prefer! If you pick the same **shopping bag** the next time you play, you can go on from where you stopped. If you choose another shopping bag, you'll start the game again from the beginning. If you have already chosen each shopping bag once, you can erase the scores by clicking on the shopping bag behind the arrow.

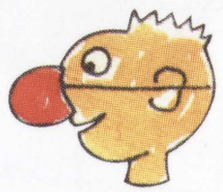
This is little **MAX.** Auntie Lisa has invited him to visit her in Veryfaraway. He can now go shopping with Marie. Max is very excited. He has never been to such a big town…

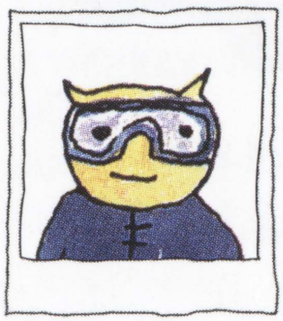
MARIE is Auntie Lisa's niece. She is also fairly small but very cheeky. Unlike Max, she knows her way around the town quite well. She even knows how to get about on the bus.

UNCLE PONG is a great inventor. Unfortunately, things do not always work as he intended. This is why he can't go with Max and Marie – he has to stay at home and fix the radio.

This is **AUNTIE LISA,** Uncle Pong's sister. She lives in a funny tower in Veryfaraway. Tonight she's giving a big party, but she still needs a few things. Unfortunately, Auntie Lisa doesn't have the time to get them herself…





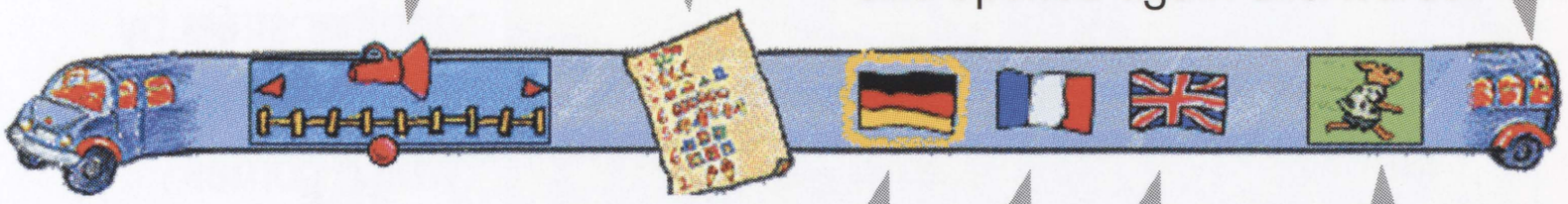


Nobody knows who this character is but you'll see him wherever you go.

Click once – and the **shopping list** appears, showing you all the things that are still needed. Only when Max and Marie have everything can they go back to Auntie Lisa's tower, and to the party!

This is where the **volume** can be adjusted.

This is where the small bus can be closed …
and opened again afterwards.



This is where another **language** can be chosen at any time. Click once and the last sentence is repeated in the new language. You can easily learn a few new words by experiencing the story in another language.

Click here and you can go to the **gallery** and choose another picture to play with. Just click on the waving hand in the gallery to **quit** the game.

Funny surprises are hidden everywhere the **Max symbol** turns into a small **hand**.
Just click and the picture will come to life.
Max and Marie can enter shops through **doors.**

They can go to another street by getting on the **bus,** which comes when you click on the **bus stop sign.** Sometimes **signposts** lead to a new picture.

This spiral turns when the **narrator** is reading. Just click once to **stop** the text. Click again and the narrator will **continue** reading. If you wish to hear the text **again**, just click on the spiral.

MAX AND MARIE GO SHOPPING

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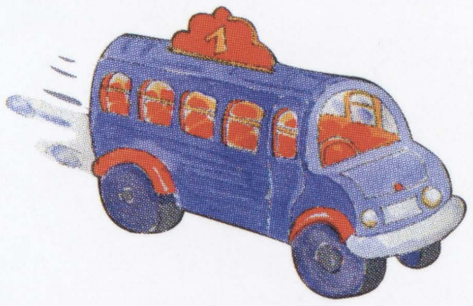

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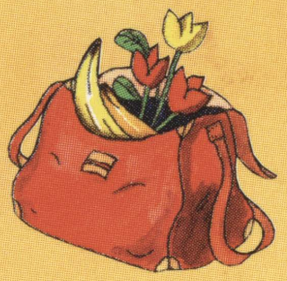

The Max series has been developed for 3 – 7 year olds.

- **Educational content** is conveyed to the user in an **entertaining way.**
- **Text tables** encourage early reading skills.
- Choice of languages lays a foundation for **foreign language** development.

Unhampered by time restraints and pressure to achieve, the user can decide the course of the game. The **picture world** invites discovery and consciously borrows from the picture-book medium. Children can determine their own **movements** in this **easily** comprehensible world, bringing objects and characters to life with a single mouse click. They will also **learn to concentrate** on looking at pictures and animations as well as listening to music, noises and texts.

Tivola

PLAY AND LEARN

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